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INSTRUCTION MANUAL

Sports Series

NES-B7-USA★

DUSTY DIAMOND'S ALL-STAR SOFTBALL™

Broderbund®

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Nintendo ENTERTAINMENT SYSTEM

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PRECAUTIONS

1. This is a high-precision game pak. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2. Avoid touching the connectors; do not get them wet or dirty. Doing so may damage the game pak.
3. Please turn off your Nintendo whenever you change cartridges.
4. Do not clean with benzene, paint thinner, alcohol, or other solvents.

This game has been programmed to take advantage of the full screen. Some older model TV's have rounded screens and may block out a portion of the image.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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THIS IS DUSTY DIAMOND'S ALL-STAR SOFTBALL!

It's Fun Just to Watch the Game!

In Dusty Diamond's All-Star Softball, every player looks different. You can see right away who's who in the game. You'll be able to remember and recognize your players in no time.

Any Player Can Play Any Position!

Since every player has throwing, hitting, and defensive abilities, any player can play any position on the team - including pitcher.

Choose Your Own Team!

Since there are no preset teams, you can choose a 10-member team out of a roster of 60 different players. Your first step toward victory is to assemble the best team possible. You decide!

Your Game Tactics Depend on the Field You Play!

The six playing fields in Dusty Diamond's All-Star Softball all have different characteristics, so you'll need to change your game tactics depending on the field. You might want to change your players' playing positions or even their batting order. It's important to have different strategies for different fields.

Play Fast Pitch or Slow Pitch!

Dusty Diamond's All-Star Softball lets you choose the type of game you want to play: fast pitch or slow pitch softball. Fast pitch is played very much like regular baseball; however slow pitch has some unique differences.

Surprises!

On top of all the abilities your players already possess, every player has "special skills". Remember that even though players may not have high levels of ability, they can still make some surprising plays.

THE STORY BEHIND THE GAME

Mudville was the sight of the classic poem, "Casey at the Bat". But Mudville has another — and some say, even greater — claim to fame. Each year, the world's finest softball players gather in Mudville to battle for the World's All-Star Softball Championship.

Sixty top-ranked players compete on six different fields, from a rocky sandlot to a manicured major-league stadium! For serious softballers, it's the All-Star game and World Series rolled into one.

Now, it's tournament time once more, and sports fans everywhere are eagerly following this classic contest. Can your team — with a little advice from Dusty Diamond, the legendary all-time All-Star — play fiercely enough to win? Or will last year's champions, the awesome "Amazons", triumph again? There's only one way to find out.

Choose your team and ... Play Ball!

The one-player mode of "Dusty Diamond's All-Star Softball" pits you against the computer in a tournament. The object of the tournament is to win five elimination round matches and ultimately to win the final championship match between your team and the "Amazons". The two-player mode lets you play one game against another person at any one of the six different playing fields.

STARTING THE GAME

Before starting, you must choose the game mode, playing field, players, team name, and batting order. Here's how:

1. Choosing The Game Mode

First, use the Control Pad to choose either START or PASSWORD, then press the "A" button to make your selection.

• When START is selected, you can choose whether you want to play against the computer (1 PLAYER) or to play against another person (2 PLAYERS). Press the "A" button to confirm how many players; then choose which type of game to play, FAST PITCH or SLOW PITCH.

• When you select PASSWORD you can enter the password you received after winning a previous game. Use the Control Pad to select a letter and then press the "A" button to choose it. After you have entered your password, put the cursor on END and press the "A" button. If your password has been entered correctly, you can begin the tournament where you left it. (Note: The password is given out on the scoreboard only after you've won a game in the 1 PLAYER mode. A picture of the password scoreboard is shown below.

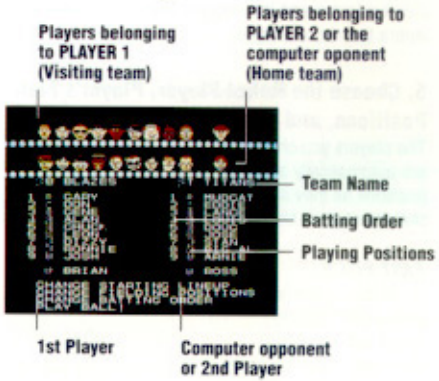
2. Choosing The Playing Field

In the 1 PLAYER mode, you can choose a game field from any of the five fields which are shown on the screen. If you are playing in the 2 PLAYER mode, you can choose any field out of the six shown. To select the field, use the Control Pad then press the "A" button to choose it. After you have chosen the playing field, be sure to read the ground rules for that field before you play.

3. Choosing Your Players

Since there are no preset teams in this game, you are free to make up your own team. You can choose ten players out of a roster of 60 players for your unique, original team. Use the Control Pad to move the white cursor to the player you want to choose; then press the "A" button to choose that player. The players' names are listed at the top of the screen. When you play a two-player game, the white cursor is for PLAYER 1 (visiting team) and the red cursor is for PLAYER 2 (home team). In a two player game, both players can choose their team members at the same time. So beware! Your opponent might get the player you want if you're a slow poke! You might want to race your opponent to get the players, or even flip a coin to see who chooses first. It's all up to you!

4. Choosing Your Team's Name



There are 26 team names, A through Z, that you can choose. Select your team name with the Control Pad, pressing up or down to select the name and then choosing it by pressing the "A" button.

Remember, it doesn't matter which name you choose for your team - the names don't have any effect on the strength or abilities of your team. Furthermore, the first team at bat always wears the blue uniforms and the second team at bat always wears the red uniforms.

5. Choose the Relief Player, Player's Field Positions, and Batting Order

The players you choose in step 3 [PREVIOUS PAGE] are automatically assigned batting orders and field positions as they are chosen. The automatic placement goes like this:

FAST PITCH

1st at bat - pitcher
2nd at bat - catcher
3rd at bat - first base
4th at bat - second base
5th at bat - third base
6th at bat - shortstop
7th at bat - left field
8th at bat - center field
9th at bat - right field
Relief player

SLOW PITCH (10 players)

Same as fast pitch except:
8th at bat - left center
9th at bat - right center
10th at bat - right field

In slow pitch softball the teams are allowed to use 10 men batting and 10 men out in the field. In "Dusty Diamond's All-Star Softball" the extra man plays in the outfield.
* There is no relief player in the slow pitch game.

To make your own unique team, you need to decide the batting order you want and assign your players to their best playing positions.

• When playing FAST PITCH, place the 1P or 2P cursor on CHANGE STARTING LINEUP and then press the "A" button to change the relief player on your team. Select the player you want to change to relief status with the Control Pad; then make the change by pressing the "A" button. There is no relief player in the SLOW PITCH game. All ten players are used in the field.

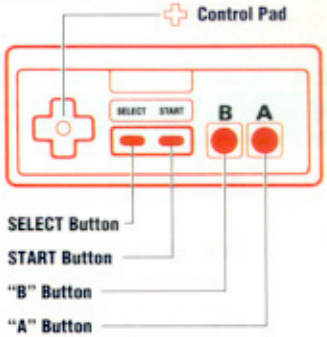
• When you select CHANGE FIELDING POSITIONS and press the "A" button, you can change the fielding positions of your players. First, select one player using the Control Pad; then choose the player by pressing the "A" button. To choose the second player, do the same as you did choosing the first player. This time, however, pressing the "A" button will switch the playing position between the two players you choose (that is, the flashing positions will be switched).

• If you select CHANGE BATTING ORDER and then choose it by pressing the "A" button, you can change the batting order of your team. You change the batting order in the same way you change your player's playing positions.

• After you are through changing things and everything is OK, select PLAY BALL! and press the "A" button to start the game.

HOW TO USE YOUR CONTROLLER

In this game, you control all movements including throwing, hitting, catching, and running with your controller. (The commands you need to give for the more interesting game plays will be explained later on.)



"A" Button

This button is used for confirming changes, batting, pitching, throwing, and sending base runners back to the base.

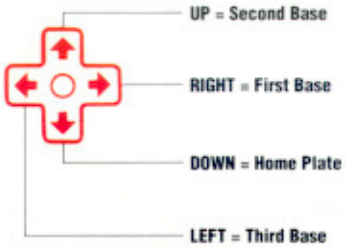
"B" Button

This button is for advancing base runners, stealing bases, tagging base runners, pitching, and tricky plays.

Control Pad

Use this button to move your players around on the field, direct a play towards a certain base, choose types of pitches, and select players and playing fields.

To direct a play toward one of the bases, use the Control Pad as if it were a baseball diamond.



For example: When you are fielding, press and hold the Control Pad UP and then press the "A" button to throw the ball to second base. Press and hold the Control Pad DOWN and then press the "A" button to throw the ball home.

When you are batting, if you want to advance a runner from second base to third base press and hold the Control Pad LEFT and then press the "A" button.

START Button

Use the START button to call time outs during the game. Time can ONLY be called by PLAYER 1. When time out is called, the player who presses their "A" button first will be able to make changes.

EXPLANATION OF GAME SCREENS

Batting/Pitching Screen

The action between the pitcher and the batter is shown in the BATTING/PITCHING SCREEN. When a batter hits a ball or a base runner tries to steal a base, the screen will change to the FIELD SCREEN. The base runner's position at that time will be shown on the screen.

* The name of the player displayed on the BATTING/PITCHING SCREEN will be that of the batter (along with the batter's batting number) when you're at bat. The pitcher's name will be displayed when you're in the field.

Scoreboard Display Screen

When playing games on all fields (with the exception of the Professional Field) the scores for a game in progress and the final scores of a match will be shown on the scoreboard. In addition, when you win a game in 1 PLAYER mode, the password will be shown on the scoreboard.

HOW TO PLAY OFFENSE

1. Batting

Use the Control Pad to position your batter in the batter's box and then press the "A" button to swing. If you let go of the "A" button while swinging, you can bunt.

If you have a batter who is a switch hitter, you can change batting stance by pressing the START button and calling time out. Use the Control Pad, pushing right or left to make the change.

2. Advancing Base Runners

When you want to advance your runner from one base to another, use the Control Pad to tell your runner which base to run to; then press the "B" button. Furthermore, when a batter hits the ball, a base runner will run automatically. Be careful! You might have to send the runner back to the original base where he came from if the ball is caught on a fly! Try to avoid being tagged out in these situations.

3. Returning to a Base

If you need to send your base runner back to a base, use the Control Pad to choose the base you want to return to; then press the "A" button. Keep in mind, though, that once you step on a base, you can't go back to a base before it. For example, if you reach second base on a fly ball BEFORE you try to go back to first base, you will have to remain at second base and will probably be out.

4. Stealing Bases

(FAST PITCH ONLY - stealing bases is not allowed in SLOW PITCH softball)
Use the Control Pad to choose the base that you want your runner to advance to; then press the "B" button. Your runner will steal a base. But remember, in softball you can't steal a base until the ball has left the pitcher's hand!

5. Changing Players

FAST PITCH ONLY - in the slow pitch game, all 10 players play at the same time.

Pinch Hitters

If you call time out and then press the "A" button when your team is at bat, the screen will change to the pinch hitter screen. If you choose the PINCH HITTER command here, you can send in a pinch hitter for the player whose name is flashing (the player at bat).

Pinch Runners

When you have a runner on base, you can send in a pinch runner. Choose the pinch runner the same way you would choose a pinch hitter. (When there are more than two runners on the bases, the batting order number will flash; use the Control Pad to select which player will be replaced by a pinch runner.)

* Since there is only one relief player, plan carefully when you send in your pinch hitter or runner.

HOW TO PLAY DEFENSE

1. Pitching

First, use the Control Pad, pushing right or left to determine the position of your pitcher.

Use the controller in the ways described below to choose the kind of pitch your pitcher will make. The pitches are different for FAST PITCH and SLOW PITCH, as indicated below.

FAST PITCH

Hold the Control Pad UP and press the "A" or "B" button to throw a slow ball.
Hold the Control Pad DOWN and press the "A" or "B" button to throw a fast ball.
Pressing ONLY the "A" or "B" button throws a normal speed pitch.

SLOW PITCH

Hold the Control Pad UP and press the "A" button to throw a short, flat pitch.
Hold the Control Pad DOWN and press the "A" button to throw a long, flat pitch.
Hold the Control Pad UP and press the "B" button

to throw a short, high pitch.
Hold the Control Pad UP and press the "B" button to throw a long, high pitch.

After the ball has left the pitcher's hand, push the Control Pad left or right to make the ball curve. Remember that some players can control the ball much better than others and that pitchers can get tired. When pitchers get tired, they can't throw the ball as fast or make it curve as much as when they are fresh.

2. Fielding Balls
Use the Control Pad to move your player towards the ball to field grounders and pop flies.

3. Throwing Balls
When you want make a play at a base, use the Control Pad to select the base you want; then press the "A" button to throw the ball to that base. If you don't choose a base, your throw will automatically go to first base.

4. Tagging/Going After Base Runners
After you have the ball in your possession, press and hold the Control Pad to select the base where you want to make the play and then press the "B" button. Instead of throwing the ball, the player who has the ball will run over to the base you choose. If you haven't selected a base, your player will automatically run over to first base.

5. Tricky Plays
When you want your player to make a diving catch, use the Control Pad to select the direction you want to dive toward and then press the "B" button. If you press ONLY the "B" button without pushing a direction on the Control Pad, your player will jump straight up. (Some players with special abilities will jump very high when you press the "B" button, and others can even float in midair! When you want those players to come back to earth, press the "A" button.)

6. Changing Fielding Positions
To change fielding positions call time out (by pressing START), then press the "A" button. You can switch the fielders around or substitute a player.

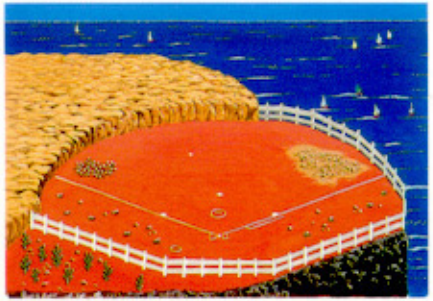
INTRODUCTION TO THE PLAYING FIELDS

Sandlot Field
Since this is the smallest field, homers are easy to hit. The outfield has some surprises, such as uneven grass, rocks, and posts that can get in your way; so the playing abilities of your outfielders are crucial.

Park Field
The grass field is a little larger than the sandlot field. Because there are obstacles like a pond and a sand trap, make sure that the players you put the closest to those areas can handle them. The outfield beyond the home run line is huge on this field, and any ball that rolls beyond the home run line is still live.

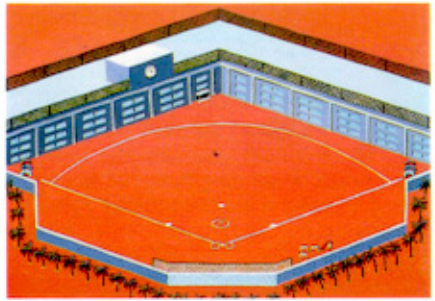
Cliff Field

The third smallest of the six, the cliff field is bounded by a cliff and an ocean. There are patches of uneven grass and sand in the outfield. Be careful when the ball hits against the cliff on the left side of the field!



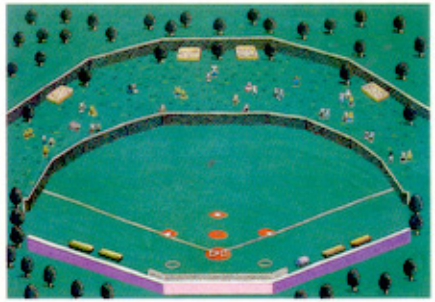
School Field

A school yard is being used as a field here. When you hit the school building, you can get a home run. But watch out - if you break a window, you're out!



Island Field

This is the second largest of the six fields. Since there's no home run line, a ball has to go over the fence to be a home run. There are practically no obstacles on this field.



Professional Field

This field is a real softball field - it even has a scoreboard like in the big leagues! Because this is the biggest field, even your power hitters will find it difficult to hit home runs here.

EXPLANATION OF YOUR PLAYERS' ABILITIES

In addition to the some of the characteristics that are already a part of the players, the players also have some very special abilities. The advice from Dusty Diamond (in the player description section) about the players' abilities can help you determine some of these unusual characteristics. These abilities are explained below.

Ability to Move Freely on Uneven Grass
Usually, a player will get bogged down on uneven grass, but players who have this special ability will be able to run across these places without any problems.

Ability to go into Water Hazards.
Normally, players can't go into water hazards such as ponds, but players who have this characteristic can go into these areas freely and go after the ball.

Tackling Power
Even though your players might be called out when sliding into a base, if they have this ability, they will be able to knock the ball out of the fielder's hand and will be safe.

Ability to Move Around Freely in Sand Traps
Players normally go slowly when they're running through sandy areas, but players with this ability can run over these places without any problems. This can be very useful on some fields.

Ability to "Float" in Mid-air
Some special players can jump very high and some can actually "float" in midair when they are playing defense. Press the "B" button to jump up and the "A" Button to come back down. Remember, these guys are All-Stars!

Ability to Climb Fences
Players with this ability can climb the outfield fences. However, once these players are up on the fence, they can't go left and right along the fence. They can catch the ball while on the fence, though.

Incredible Jumping Powers
These players can jump farther and higher than other players, so they will be able to quickly get to balls that are far away.

Ability to Dodge Tags
Even if it seems like a player might get tagged out while running between bases, some players will always be able to dodge the tag and get on base safely. A player with this ability can be extremely useful as a pinch runner.

Increased Power at Night
Each game will become a night game towards the middle of the match, and some players will increase and improve their batting ability (aim and distance).

Ability to Fly at Night
At night, the players who have this special ability will be able to fly when you press the "B" button. Press the "A" Button to bring them back down.

Power Up in Professional Stadium
Players who have this characteristic will power up their batting ability when they are playing in the Professional Stadium.

INTRODUCTION TO THE PLAYERS

In Dusty Diamond's All-Star Softball, you can choose from a roster of sixty players to make up your own team. I'll introduce them to you here and I'll give you some pointers on each player.

GARY MAGILICUTTY

Gary is a well-balanced player, but he can also be an excellent pitcher because of his soft pitching style. He's small and quick and likes to play on grass fields. A reliable sort of guy. One of the famous "Magilicutty Brothers".

"ACE" McFACE

A balanced player who's good at both defensive and offensive play, Ace would be perfect player to have at the park field. He has a great arm but can't field very well. Hits the long ball if he hits it at all. Doesn't mind getting his feet wet.

DON SWANSON

Don can cover a lot of wet ground without getting tired. He's also an extraordinary pitcher. He likes to bat against his own kind. Rumor has it that Don is going to retire in Miami after this series.

"CAP" KOOSHSKY

Cap likes the night much better than the day. So he only plays fair during the day. But watch out - he's an All-Star at night! When he's batting, he likes to catch those lefties throwing curve balls.

FUJI YAMAMOTO

Fuji has excellent hitting and blocking abilities. He could be a central player in your team. Strong till he tires.

"RIP"

Rip is a softball-loving dude. His abilities are average, but he can be an excellent hitter with runners on base.

CLARK KAENTARSKI

Clark has top defensive, offensive, and running abilities. He can be an excellent hitter with runners on base.

GENE BODEEN

Suited as a catcher, Gene is a real power hitter. So he might come in handy towards the end of the batting lineup. If he gets hold of one, he'll hit it into the next county. Good arm, while it lasts.

ALAN THINNE

Although his real occupation is something completely different, Alan loves softball. His abilities are good - he can be a very useful player.

CASEY ROGUEFORT

Casey is the worst hitter on the roster, but he's a great defensive player.

DOUG MAGILICUTTY

Doug has average offensive and defensive capabilities, but he comes in very handy at the cliff field. Lots of stamina for the beach or the dunes. Doesn't like curves, but he still has pretty good hitting power. The other one of the famous "Magilicutty Brothers".

JIMMY JANSEN

Jimmy's excellent batting abilities and his magnificent speed on foot can give him the potential to be the team leader. He's a tireless runner and fielder. Always gets wood on the fast ball.

"BIFF" WHIFFSTER
He can be a little slow on his feet, but Biff's training has given him outstanding strength. He can be an excellent hitter at the right moment.

DAVY D.
Davy D. is a top flight offensive and defensive player. You might want to use him as a relief player. He's quick and strong and will jump all over those lefties, but a righty should know how to tire him.

"SLICK" SLICKSTER
Although he's still in elementary school, Slick is an outstanding defensive player. As a matter of fact, he's my choice for the #1 defensive player. He can be a very effective hitter too.

CHUCK "Can I Pay Ya Next Tuesday?"SILVER
He's OK but he could be worse. Chuck is pretty lame during the afternoon but come night fall, he can be a terror.

"WOODY" PECOS
Woody has average abilities. He's a bit of a showboat. He's usually hottest playing in front of an audience. He can get pretty good wood on a curve ball off those right-handed pitchers. He's hot in the grass.

"MUDCAT" McDONAGH
Mudcat thrives on the cheers of the crowd. He'll do very well in the Professional Stadium. In addition, Mudcat is pretty good on the other fields too.

"FAST" EDDIE B.
Eddie is a short range hitter during the day but becomes a power hitter at night. A real nightlife kinda guy. He's a good fielder, too. All in all a valuable player.

ROCKY RICARDO
His flashy tornado-like pitching windup is worth seeing in action. Since he's also an excellent hitter, you might want to have him pitch and bat cleanup.

SID SAVAGE
An excellent defensive player, Sid is a versatile player who would be excellent playing third base and batting second. He covers a lot of ground and always gets the jump on the ball.

LEON LITTLE
Leon is an excellent clean-up hitter. He can be the pillar of the team. He's got power and agility, but loses his courage when the ball breaks toward him at the plate.

JOSE HAMSANDO
Jose is an excellent defensive player; so you can use him to firm up your defense when you have the lead. He's fast and has a good arm. Can't hit it far though, if he hits it at all.

HARRY LEWIS
Harry is well suited to be a pitcher but also comes in very handy as a pinch hitter. He never gets tired. One of the famous "Lewis Brothers".

JOHNNY BELARSKI
Johnny can be an excellent power hitter. He also makes an excellent catcher because he has a strong throwing arm. Very good tackler too.

"FROGGY" McFARLAND
This guy runs funny out in the field but he's a pretty good hitter. He's the Army, Air Force and Marines all rolled in one. He can chase it on the ground, in the air, or on the water. He can't hit the big one, though.

ARNIE SCHWARZ
Somehow, Arnie is best suited as a pitcher. He's also an above average hitter and defensive player. People say he closely resembles the "Lewis Brothers".

JOEY SPRINGER
A player with balanced abilities, Joey has excellent jumping power that might come in handy on the field. He's small and cat-like, quick, fearless; but except for jumping, he's not very strong.

RODNEY HOLMES
He's excellent at making people laugh, but his play leaves something to be desired. Most people laugh at that, too. He's a so-so batter. Not afraid of smashing a curve ball, but we're talkin' SLOW.

PETER "DAD" LaDEUDE
Peter can throw pretty tricky pitches. You can also use him as a pinch hitter. You gotta blow it by him though, he's not easily fooled.

LANCE BOYLE
Lance's exciting batting style is right on the mark - that's his strong suit. This guy is a major power hitter. He's not a shabby pitcher either.

"DIZZY" McFLY
Dizzy has practically no hitting ability, but since he can really fly, he comes in handy to stop those tall homers. He tires easily, though.

ZELDA
Zelda uses her broom as a bat. Her batting ability is very strongly tied to chance and luck, but that bat is wicked and effective.

LARRY LEWIS
Larry's excellent batting ability makes him a great clean-up hitter. This guy loves to hit - as long as it's a fast ball. He's not a bad defensive player either. Doesn't mind getting his feet wet. The other one of the famous "Lewis Brothers".

STAN BANANZANA
Stan is fast on his feet, and can climb the fences too. These abilities make him an ideal outfielder. In addition, he's a pretty reliable hitter.

"DIABLO" JONES
Diablo's metal bat gives him phenomenal hitting power. Perfect as a catcher and a clean-up hitter, he'll hit them hard and long, but don't ask him to field.

KIRK SHIRKSTER
He's probably the most average player you can get. No major weaknesses with this guy.

BRUNO (just BRUNO)
Bruno is a good pinch hitter, but he can also be a pretty good catcher. His tackling power is enormous. He's happy and reliable, except when he sees the pitch breaking in.

MIKEY "THE ROCK" MONTROSE
Mikey's throwing arm is terrifyingly strong. Good glove, good arm and he can hit the long ball. Although his constant errors make him an unreliable player, he can definitely be worth having on your team.

"SLASH"
Slash is a little weird but he can get the job done. He can be a very important player to have on the cliff field. Nice hair.

BABE BLUTARSKI
Babe has first-rate pitching abilities. You might want to use him as a starting pitcher. He has a great arm. Not a shabby hitter either. Even if he can't handle a fast ball.

RONNIE RAY
Since he thrives on popularity, Ronnie does very well where there are audiences. That means that he'll be a great player on the Professional Field.

"BIG AL" SANTOS
Big Al is a good pinch hitter. Because he has excellent tackling power, you might want to use him as a pinch runner. Stand him up there against a lefty.

CLAUDE "BIG HIT" BAKER
He's got a pretty good hitting arm, but he's slow on his feet. He can also hit a fast ball pretty good, but he is SLOW.

ROSS DAVIS
Ross is an all-around powerhouse. He's especially handy on the sandlot and the cliff fields. He scratches 'em out, sprays em around, runs em down. Your basic tireless hustler. He covers so much ground that they say "Water covers two-thirds of the earth and Ross Davis covers the rest.".

ROCK BUNSON
Although he's not very agile, you can count on Rock to hit the ball out of the park. His awesome face can be a menacing force. Not a bad fielder when he's awake. Slow and strong.

BORIS BADASOV
Although he really doesn't have any outstanding qualities, Boris's penetrating stare and tackling power can be devastating. He's got the bases covered.

LOUIS JOHNSON
This guy is so fast he ought to be in the Olympics, although he's a pretty incompetent batter. Since he's very fast on his feet, he can be excellent at getting bunts. This guy is tireless (for a few innings, anyway).

"FLIP"
One of the country's leading pitchers, Flip draws on his expertise in bodybuilding. His unique pitching style can make a fool out of the batter.

MATT "THE MONSTER" BENSON
When you're fielding, don't take this player lightly; he may be able to get a great hit off you if you don't concentrate on your pitching.

JOSH BAGOSH
His pitching arm is excellent - very good at throwing tricky pitches. He's a pretty fast runner, too. He's nimble and never tires. Not a bad bet against a curve ball pitcher, either.

"BINKY" LeFLEUR
He's fun to watch because of his unique running style. Also, since he's quick on his feet, Binky makes an ideal outfielder.

"SPARKY" NACKLEDRAG
Sparky has a strong arm and can come in handy as a utility player. The only problem is, this guy makes a lot of errors. He can throw, he can hit, he can climb (climb?), but he can't field to save his life.

BRIAN BRAYEN
He's much better at Shufflepuck, but if his talents can be applied in softball, he can be an excellent player. Not a bad bat, as bats go.

BELA LOMBARDI
An excellent all around player, Bela has terrific defensive and offensive playing abilities. This guy can also get airborne after dark. He can hit almost anything.

TONY LARUE
Tony is an average player, however he plays his best on the park field. It's hard to get much by him, and he doesn't mind going for a swim.

ARTIE JENSEN
The hits that he can get with his pickax can be spectacular. You can depend on him to be an important hitter in any lineup. His bat may look funny, but it works.

MIKE O'MALLEY
Mike has high-level hitting and throwing abilities, and he can be counted on when you're in a bind. He's a tireless fast ball hitter. Nice moustache.

GLENN BIGHAM
A player with good hitting ability and fast feet, Glenn would be a terrific lead-off hitter. He's a mean defensive player, too. He'll hit most anything till he tires out.

"SUNNY" BUDDINSKI
He's not very good at offensive play, but Sunny can be extraordinary as a pinch hitter. He likes to hit fast balls for homers. He's a little slow, but doesn't mind getting wet.

RULEBOOK

FAST PITCH softball is very similar to baseball. The rules for both games are basically the same. SLOW PITCH softball has some rules that are unique to SLOW PITCH (these rules have been noted in the sections where they apply). In "Dusty Diamond's All-Star Softball", the rules described below are also used.

1. When you are playing in the one-player mode, your goal is to defeat the Amazons after you have defeated five other teams in the elimination rounds. You can play over and over again at the same point in the competition round even when you lose.

2. When you are in two player mode, you play only one game. You are free to choose any one of the six fields to play on.

3. The normal softball game is seven innings. Overtime can go into 14 innings, with the 14th inning under special rules (The inning will become a contest between the two teams to see who can get the most runs with one out and two men on base).
IMPORTANT: If you end a game in the one-player mode with a tie in the 14th inning, you are considered to have lost that game.

4. If there is a ten-point difference in the score at any point in the game, the game will be automatically called and the team that is ahead will be the winner.

5. The game will always be held during daytime, however halfway through the game it will become a night game (You will be able to tell by the change in color at the scoreboard screen).

6. All the characters in the game are fictional and bear no relation to real people.

WINNING STRATEGIES

• The all-powerful Amazons have the strength to defeat any challengers. Defeating the champs won't be easy, but if you keep the hints described below in your head you can do it!

• In this game, there are no completely useless players. Every player has the ability to be useful. The important thing to consider when you make your team is to decide whether you want a team with a strong offense or a team with a strong defense or a team with excellent mobility...etc. You need to make a team that is focused and suits your playing style.

• Even strong players will not be able to perform well if they're not put in positions that are suited to them. Don't be lazy! Before the game, make sure to change the playing positions and the batting order. In addition, you might want to change the position of your players depending on the playing field, too!

• Some players may not play well but you may like their style. Don't be afraid to put them on your team. Somehow they may come through for you! Now that you have all the information you need to make up your own unique and original team, PLAY BALL! Defeat the Amazons!!!

Top 10 Player List According to Attributes

Long Range Hitting
1. Gene Bodeen
2. Johnny Belarski
3. Rock Bunson
4. Fuji Yamamoto
5. "Diablo" Jones
6. Davy D.
7. Artie Jensen
8. Lance Boyle
9. Larry Lewis
10. Leon Little

Batting Average
1. Clark Kaentarski
2. Glenn Bigham
3. Jimmy Jansen
4. Stan Bananzana
5. Ross Davis
6. "Diablo" Jones
7. Claude Baker
8. Bela Lombardi
9. "Fast" Eddie B.
10. Fuji Yamamoto

Running
1. Louis Johnson
2. Casey Roguefort
3. "Binky" LeFleur
4. Jimmy Jansen
5. "Dizzy" McFly
6. Clark Kaentarski
7. Mikey "The Monster" Montrose
8. Glenn Bigham
9. Stan Bananzana
10. Jose Hamsando

Arm Strength
1. Mikey "The Monster" Montrose
2. Sparky Nackledrag
3. Rocky Ricardo
4. Casey Roguefort
5. Babe Blutarski
6. "Biff" Whiffster
7. Johnny Belarski
8. Jose Hamsando
9. Peter LaDeude
10. Gene Bodeen

Stamina
1. Josh Bagosh
2. "Flip"
3. "Froggy" McFarland
4. Harry Lewis
5. "Sparky" Nackledrag
6. Don Swanson
7. Ross Davis
8. Johnny Belarski
9. Doug Magilicutty
10. Mike O'Malley

Tricky Pitching
1. Peter LaDeude
2. Clark Kaentarski
3. "Flip"
4. Bela Lombardi
5. Josh Bagosh
6. "Babe" Blutarski
7. "Biff" Whiffster
8. "Sparky" Nackledrag
9. Joey Springer
10. Rodney Holmes

Defensive Ability
1. "Slick" Slickster
2. Tony Larue
3. Brian Brayen
4. Sid Savage
5. "Slash"
6. Ross Davis
7. Stan Bananzana
8. "Dizzy" McFly
9. Casey Roguefort
10. Fuji Yamamoto

MEMO

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

— Reorient the receiving antenna.
— Relocate the NES with respect to the receiver.
— Move the NES away from the receiver.
— Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:
How to Identify and Resolve Radio-TV interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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